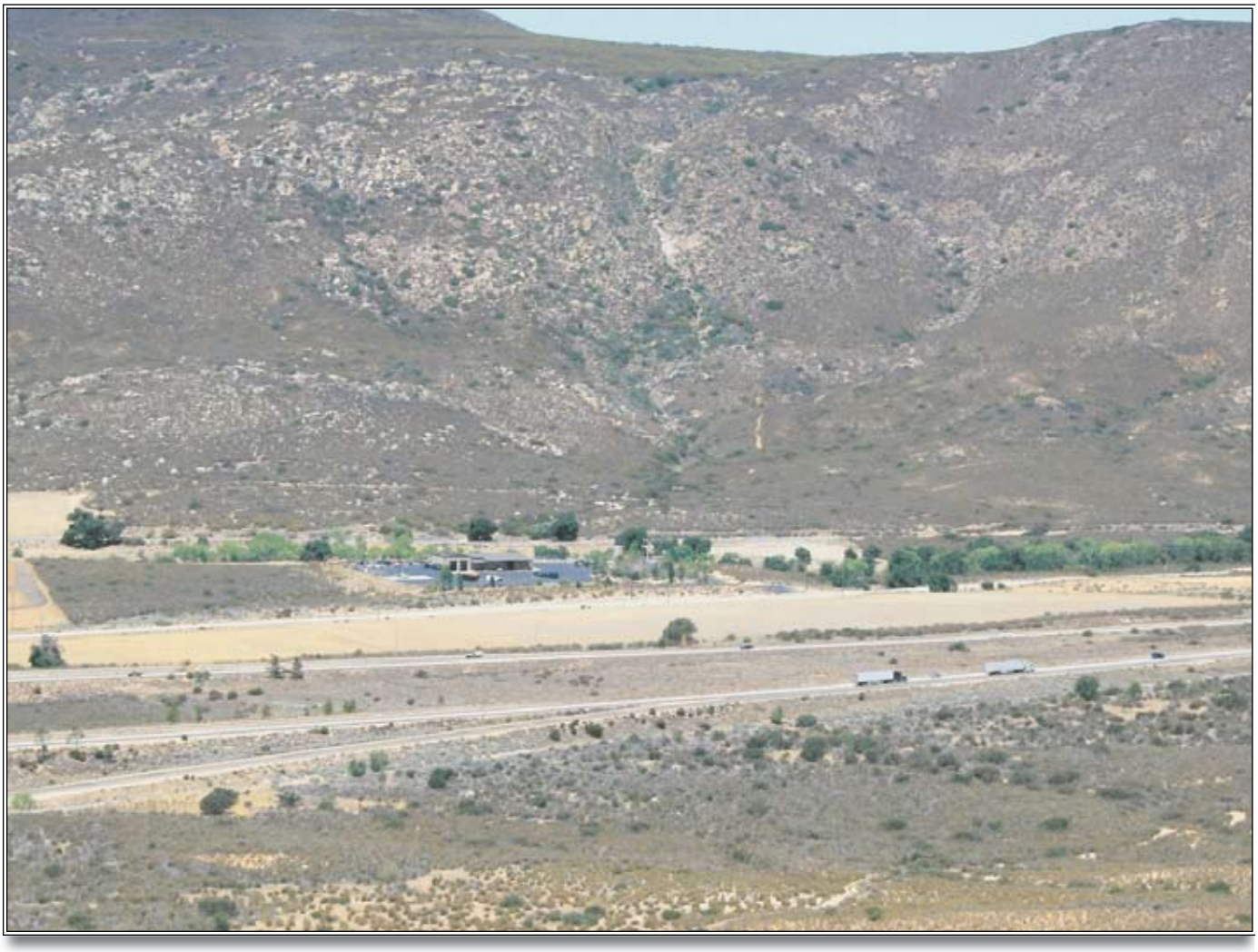
AESTHETICS / VISUAL ANALYSIS TECHNICAL STUDY

SDG&E Mountain Empire Operator Training Facility

County Project No: 05-0047484



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KTU+A

Under Contract with:

RECON

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AESTHETICS / VISUAL ANALYSIS TECHNICAL STUDY
County Project #: 05-00047484
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CERTIFICATION

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1.0 PROJECT INTRODUCTION

The purpose of this study is to assess the visual impacts for the proposed project and to propose measures to mitigate any adverse visual impacts associated with the construction of the SDG&E Mountain Empire Operator Training Facility.

SDG&E currently operates an existing district office, yard and dispatch facility which was approved with a Master Use Permit (P88-044) in 1989. The facility known as the SDG&E Mountain Empire facility is located on Old Highway 80 near Buckman Springs Road. The site is 19.19 acres (see Figure 1). Currently, less than 5 acres of the parcel is used for SDG&E maintenance and construction operations including two buildings, dispatch activities, storage, and parking.

SDG&E has the need to establish a training facility to train new equipment operators and to develop the skills of current heavy equipment operators. Stricter safety regulations required by ANSI and OSHA have prompted SDG&E to reinstate a formal training program for construction equipment operators. For the past 8-10 years there has been no formalized training for construction crews and all heavy equipment training has occurred on the job. In addition to stricter safety standards, with an increasingly younger work force due to retirement of more experienced operators, this method has become extremely time consuming and inefficient.

The proposed operator training facility would be located south of the existing facility and consist of a graded training yard, classroom trailer, fenced area, access road and parking (see Figure 2). The proposed training would include dozer and grading training, digger derrick training, boom trucks, bobcats and backhoe training. Other training activities include wire stringing, pole-hole digging, pole removal, shoring, and grading.

The proposed training yard will be 300’ X 450’ (135,000 square feet, approximately 3.1 acres). The training yard will be surrounded by dirt berms and a dirt sedimentation basin within the project footprint. The surrounding native vegetation will be left intact and will provide visual screening of the training yard as well as a wind break. A semi- permanent irrigation system is proposed. The width of native vegetation will be at least 100 feet to the east, 75 feet to the south, and 197 feet to the west. During training activities, water will be applied as needed to minimize particulates. Water is available on site, and will be provided as part of a temporary irrigation system.

The proposed classroom trailer will be 12’ x 40’ with one washroom (unisex and handicap accessible), and stairs and ramp for access. A water well and septic tank will be installed to support the washroom and are indicated on the site plan. Electric power will be extended from the existing facility to the classroom trailer. Exterior security lighting, consistent with San Diego County Ordinances, will be installed at the classroom trailer entrance. Area lighting will be installed on existing poles along the south end of the existing parking light. Lights will only be switched on by site personnel as needed in the case of early winter training sessions or late training sessions, and will be consistent with the San Diego County Ordinances.

The proposed fenced area is located between the existing paved parking lot and proposed training yard. This area will accommodate parking, occasional equipment storage, and the classroom trailer, and will be surfaced with decomposed granite. The proposed fenced area will be used for short-term equipment storage when training activities occur on consecutive days. In between training sessions, the equipment will be transported to a permanent storage location at an SDG&E facility in San Diego.

Figure 1 - Site Vicinity Map

Figure 2 - Project Site

A 15 foot wide access road is being proposed from Old Highway 80 and will be surfaced with decomposed granite. The proposed access road and parking area will have a new gate (approximately 16 feet wide) in order to provide security and control traffic. The gate will consist of 2 eight foot sections. The new access road and gate will also eliminate disruptions and traffic conflicts with the current operations at the Mountain Empire facility. The proposed road and gate will accommodate the largest piece of equipment (D-6 dozer, with 12'-4" blade width) which is tractored to the site. The proposed access road and parking area (12 spaces) will be surfaced with decomposed granite. Proposed additional parking (12 spaces) will be added along the paved driveway that accesses the main building from Old Highway 80. Total new parking spaces will be 24.

The visual elements of the project include:

- The grading training area (prominent);
- Parking areas and access road (prominent from upper elevations only);
- A small berm around the perimeter of the site (not visually prominent);
- A chain link fence around the storage yard (visually prominent only from close locations);
- A grading equipment storage yard (visually prominent when larger pieces of equipment are stored).

2.0 REGULATORY FRAMEWORK

2.1 State of California Guidelines

The project is subject to technical and environmental review pursuant to the California Environmental Quality Act (CEQA), in conformance with applicable regulatory guidelines established by the County of San Diego.

California Environmental Quality Act: Appendix G of the CEQA Guidelines states that a project has the potential for a significant impact if it will:

a). Have a substantial adverse effect on a scenic vista;
b) Substantially damage scenic resources, including, but not limited to: trees, rock outcroppings, and historic buildings within a state scenic route;
c). Substantially degrade the existing visual character or quality of the site and its surroundings; or
d). Create a new source of substantial light or glare which would adversely affect day or nighttime views of the area.

CEQA Section 15064 (b) states "…the significance of an activity may vary with the setting … an activity which may not be significant in an urban area may be significant in a rural area." This statement is particularly applicable to the determination of the significance of a visual effect for this project.

2.2 Applicable County Plans and Policies

Visual and aesthetic assessments need to identify not only impacts to current conditions, but also effects on future aesthetic plans and goals. Adopted policies are also an indication of the sensitivity that a particular community may have toward aesthetic issues. Some of the most relevant policies include:

2.2.1 San Diego County General Plan, Scenic Highway Element, Part VI

The County of San Diego General Plan includes a Scenic Highway Element. This element is intended to enhance scenic, historic and recreational resources within both rural and scenic highway corridors. The criteria utilized for establishing the Scenic Highway Priority List include the following:

- Routes traversing and providing access to major recreational, scenic or historic resources;
- Routes traversing lands under the jurisdiction of public agencies;
- Routes supported by significant local community interest; and
- Routes offering unique opportunities for the protection and enhancement of scenic recreational and historic resources.

Routes that meet three or more of these criteria are classified by the General Plan as first priority. Routes that meet two of the criteria are classified as second priority, and routes that meet one criterion are third priority. ***The San Diego County Scenic Highway Element designates I-8 from SR 79 to the Imperial County line as a third priority scenic highway.***

2.2.2 Open Space Element (April 2002)

Goal II – Conservation of Resources and Natural Processes

Encourage the preservation of significant natural features of the County, including the beaches, lagoons, shoreline, canyons, bluffs, mountain peaks and major rock outcroppings.

As it relates to the project site, Objective 6 would apply: "Encourage the use of agriculture to provide visually pleasing open space and variety within an urban environment".

2.2.3 Conservation Element (April 2002)

Soil Policy 7 – The County will seek to implement a grading ordinance that will protect public health and safety, protect property, and conserve the visual character of the land.

2.2.4 San Diego County Zoning Ordinance

Portions of the County Zoning Ordinance that may affect the assessment of visual impacts are generally zoning overlay designators. Relevant designators include:

B – Community Design Review Area
D – Design Review Area
G – Sensitive Resource
H – Historic/Archaeological Landmark or District
J – Special Historic District
S – Scenic Area

The "S" Designator does apply to the site along with an agricultural zoning designation (see Figure 3).

Scenic Area Regulations (5200-5299)
Scenic Area Regulations are included in Zoning Sections 5200 through 5299. The purpose of these provisions is to regulate development in areas of high scenic value both to assure exclusion of incompatible uses and structures, and to preserve and enhance the scenic resources present in adjacent areas. The Scenic Area designation (S) shall be applied in areas of unique scenic value, including but not limited to scenic highway corridors designated by the San Diego County General Plan, critical viewshed and prime viewshed areas adjacent to significant recreational, historic or scenic resources, including, but not limited to federal and state parks. ***This does occur on the project site.***

Sensitive Resource (5300-5349)
The purpose of the Sensitive Resource Area Regulations is to increase the protection and preservation of the County's unique topography, ecosystems, natural beauty, diversity, environmentally sensitive lands and nature resources. The Sensitive Resource Area designator (G) shall be applied based on the presence of one or more of the following resources on the property: wetlands, wetland buffers, floodplains, significant habitat lands, and prehistoric and historic sites. Steep slope areas may also be subject to the Sensitive Resource Area designator. ***Some of these resources do occur on the project site.***

2.2.5 Resource Protection Ordinance (Oct. 1991)

This policy encourages the preservation of existing natural terrain, established vegetation, and visual significant geologic displays. If the Resource Protection Study identifies the presence of environmentally sensitive lands (wetlands, wetland buffer areas, floodways, floodplain fringe, steep slopes, sensitive habitat lands, or significant prehistoric or historic sites), one or more of the following actions may be required as a condition of approval:

- Apply open space easements to portions of the project site that contain sensitive lands;
- Rezone the entire project site through the application of a special area designator for sensitive lands; or
- Other actions as determined by the decision-making body.

2.2.6 Central Mtn. Community Plan (Apr. 2002)

The following sections have been summarized from the community plan as it specifically affects the site or visual issues that may be affected by the project. Not all design or visual guidelines have been provided below. Only those relevant to the project or the site have been included. The scenic goals and policies include:

PROTECT AND ENHANCE SCENIC VIEWS, WILDLIFE HABITATS, NATIVE PLANT MATERIALS, AND HISTORICAL AND RECREATIONAL RESOURCES WITHIN SCENIC HIGHWAY CORRIDORS.

All development subject to the scenic regulations per The Zoning Ordinance shall also be subject to the following Policies and Recommendations:

- Development along Interstate 8 should site and design structures and parking areas in a way that does not detract from the scenic vistas viewed by the highway traveler. Wherever possible, structures and parking areas should be integrated into the natural setting to minimize visual impacts.

- All utilities shall be undergrounded whenever feasible unless undergrounding would significantly impact environmental resources.

- Scenic beauty in the form of wetland meadows, streams, waterfalls, spillways, floodplains, and riverbeds shall be preserved. No concrete channelization, concrete bank protection, or rip rap shall be allowed.

- Natural materials shall be used for bank protection. Any proposed bank protection shall be shaped to look natural.

- Natural wood finishes, or non-glaring earth tone colors should be used on all structures.

- Rock or other natural materials are encouraged.

- Existing mature healthy trees should be retained whenever possible.

- Potentially unsightly features shall be screened from view by landscaping or architectural details.

The community character goals and policies include:

PRESERVE THE SMALL-TOWN, RURAL CHARACTER OF THE COMMUNITIES IN THE SUBREGION AND THE NATURAL AMBIANCE OF MOUNTAINS, HILLS, VALLEYS AND PUBLIC LANDS.

Buckman Springs is an area east and south of Pine Valley characterized by large meadows dotted with oaks and cattle, a CALTRANS rest stop, the Mountain Empire Junior/High School, and an SDG&E maintenance facility. Buckman Springs is one of the most scenic areas in the Subregion.

POLICIES AND RECOMMENDATIONS

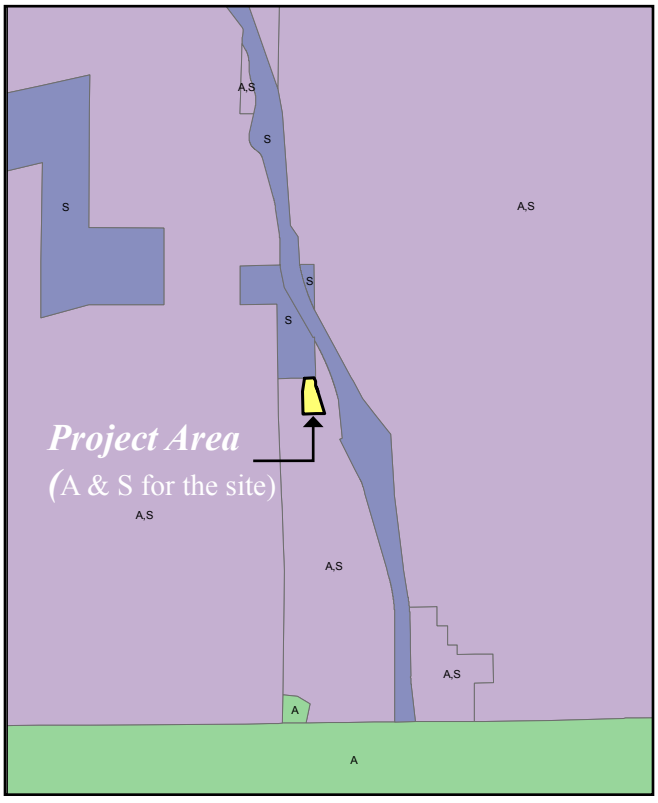
- Mature healthy trees shall be preserved whenever possible in all public and private developments.
- Open space easements should be placed over all significant stands of native vegetation as identified in the environmental analysis.
- Creeks, rivers and wetlands shall be preserved as scenic open space and should be maintained in as natural a state as possible.
- Enhance the community character of the Subregion by incorporating significant natural features such as native vegetation and rock outcroppings into the design of residential developments.
- Grading shall be strictly limited so that structures conform to the natural terrain.
- Revegetate and landscape all manufactured slopes subject to a grading permit, major use permit or site plan, using native or naturalizing plants.
- Large developments should utilize a variety of site orientations, roof lines, exterior building materials and colors so as to avoid uniform tract-like housing developments.
- Preserve the rural character by not requiring urban-scale improvements such as sidewalks, curbs, gutters and street lighting where the public health, safety and welfare is not endangered.

The visual quality goals and policies include:

PREVENT VISUAL BLIGHT AND DEGRADATION OF THE VISUAL RESOURCES IN THE CENTRAL MOUNTAIN SUBREGION.

- Planned residential developments and Specific Plan areas shall blend harmoniously with the natural contours of the land, preserve native vegetation in an undisturbed state wherever possible, and encourage the use of native plant species and natural scenic geological formation in the project's landscape design.
- Development shall be designed to follow the natural contours of the land and preserve hillsides, ridgetops and horizons.
- Development along scenic roads and highways shall be designed so as not to detract from the appearance of open spaces.
- The standard condition that utilities be undergrounded should not be waived.

Figure 3- Scenic (S) and Agricultural (A) Overlays



3.0 ENVIRONMENTAL SETTING

Visual impacts are relative to the visual environment in which they occur. Visual impacts can extend beyond the physical areas that result in disturbance. The regional landscape establishes the general visual environment. Specific impacts are determined by defining the visual quality of the visual character units and the project viewshed. Visual quality and the viewshed are interrelated elements occupying the same three-dimensional space, each space affecting the adjacent space.

3.1 Visual Quality Definitions

The quality of a landscape unit is based on the aesthetic character of the area, defined by physical and perceptual quality factors. Physical character factors are the physical elements of which the landscape unit is built. It is the combination of these elements that construct the visual framework of a particular view. Physical character factors include: landform, vegetation, water, color and diversity.

Perceptual quality factors are the viewer's perception of landscape quality. These perceptions are based upon a viewer's cognitive assimilation of landscape elements into a memorable landscape image, distinguishable from other landscapes within the eco-region. Perceptual quality factors include: harmony, vividness, adjacent scenery, unity and scarcity.

Visual character units with a **high visual quality** may include physical characteristics such as landforms with high vertical relief; a variety of vegetative types with complementary forms, colors, textures and patterns; the presence of clear or cascading water; compatible colors in the soil, rock, vegetation or water; and many visually unified elements. A high perceptual quality would include a balanced composition of line, form, color and texture; striking visual patterns or the presence of distinct focal points; enhancement from the adjacent scenery; the absence of cultural modifications or, if present, compatibility with the character of the landscape setting; and a unique or visually scarce setting within the region.

Moderate visual quality is based on interesting, but not dominant or exceptional landforms; one or two major types of vegetation; the presence, but not dominance of water; limited but complementary colors in the landscape; and limited but unified visual elements. The perceptual quality factors would include a varied, but unbalanced composition; perceivable, but not striking patterns created by the landscape elements; moderate enhancement from the adjacent scenery; the presence of cultural modifications which do not detract from the landscape setting; and a setting that is distinct but similar to others within the region.

Areas with a **low visual quality** may have the following physical characteristics: few or no interesting landforms; too few or too many vegetation types; the absence of water; monotonous colors; and few undifferentiated elements within the setting. Low perceptual quality may have the following factors: a varied, but chaotic appearance; elements that appear random with no perceivable patterns; adjacent scenery that detracts or has little influence on the scenic quality; cultural modifications that detract from the setting; and an interesting setting that is common within the region.

3.2 Land Use Designations and Zoning

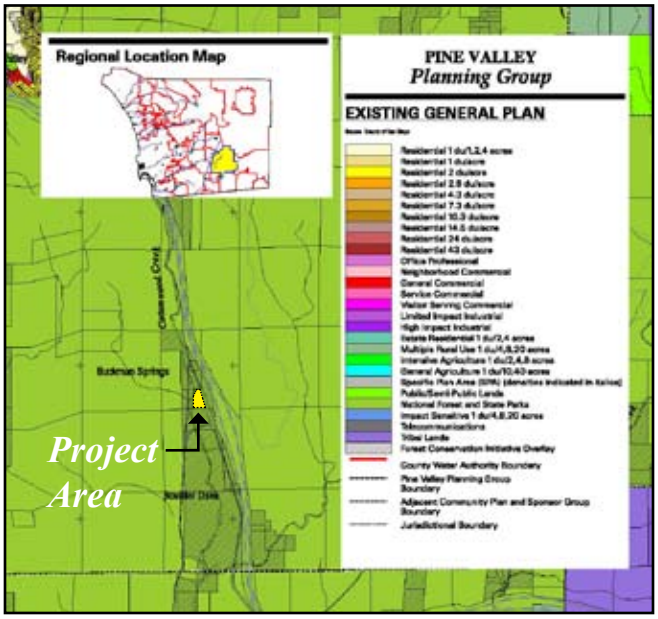
3.2.1 Current Land Use Designations

The current land use designation of the project site is Agriculture (see Figure 4).

3.2.2 Adjacent Land Uses

Adjacent land uses are agricultural. An overlay of Forest Conservation Initiative Overlay affects the adjacent properties, but does not overlay the project study area.

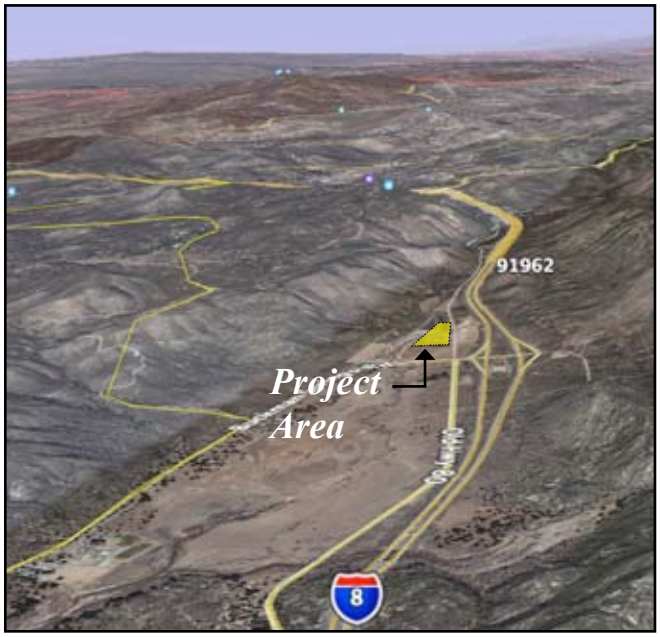
Figure 4- Land Use Maps



3.3 Baseline Visual Environment

The Mtn. Empire site is defined mostly by the adjacent landforms. The site sits and the northern end of a major valley that is well defined by steep slopes and hills to the east and west, that converge to a saddle ridge to the north (see Figure 5).

Figure 5- Visual Setting Overview



3.3.1 Topography

Even though the site is surrounded by steep and rolling hillsides, the project study area is relatively flat with 0-4% slopes dominating most of the site. Slopes do exist towards the north and the west side of the project site. These slopes meet the lower elevations of the creek that runs across the north end of the property and down the western edge of the study area.

3.3.2 Vegetation

The full project site includes areas designated as open space at the north end of the property. These areas consist of oak woodland and other dry riparian corridor tree species such as willow and sycamore. Most of the undeveloped portions of the site consist of non-native grasslands and granitic norther mixed chaparral. Properties around the site consist of the same vegetation communities along with areas of disturbance resulting from agricultural land uses.

3.3.3 Spatial Definition

The project site is defined by changes in use (institution / industrial uses next to agriculture / open space) and in changes in vegetation cover. The site is further defined visually by roads on the west and east and by riparian and oak groves to the north and the west (see Figure 6a-d).

Figure 6a- View looking north

Figure 6b- View looking east

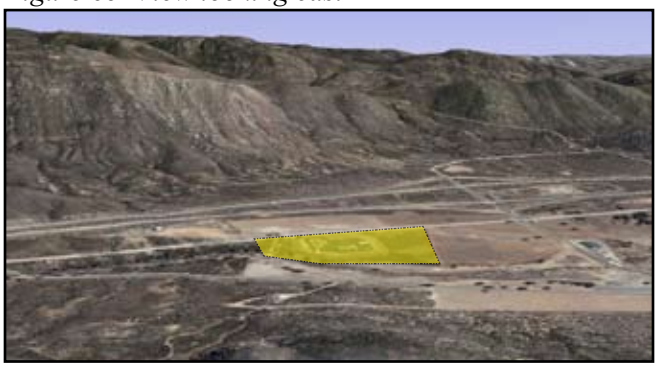
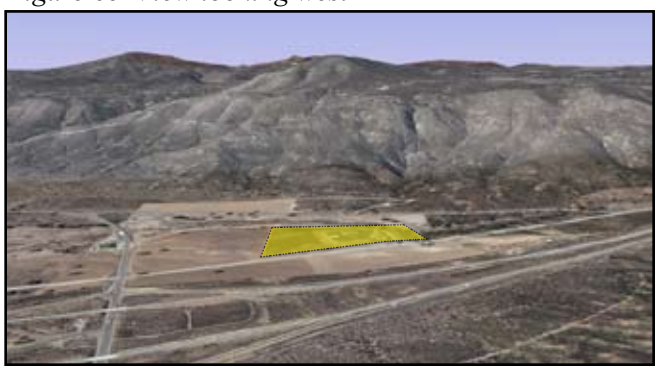


Figure 6c- View looking south

Figure 6c- View looking west



3.4 Landscape Units

A landscape unit (LU) is a definable area that contains consistent visual and perceptual characteristics. The character unit may range in size from a few acres up to several hundred acres. The character can be determined by landform, vegetation, architectural character, scale and land use. In certain instances, the edges between visual character units are dramatic, while in others it is transitional. Because visual impacts are relative to the visual environment, the delineation of each landscape unit is critical. Each landscape unit can be described and qualitatively analyzed by its visual quality and visual sensitivity. The landscape units within the project study area and vicinity are shown on Figure 7 and summarized on Table 1. Individual worksheets for each of the landscape units can be found in the appendices.

3.5 On-site Features

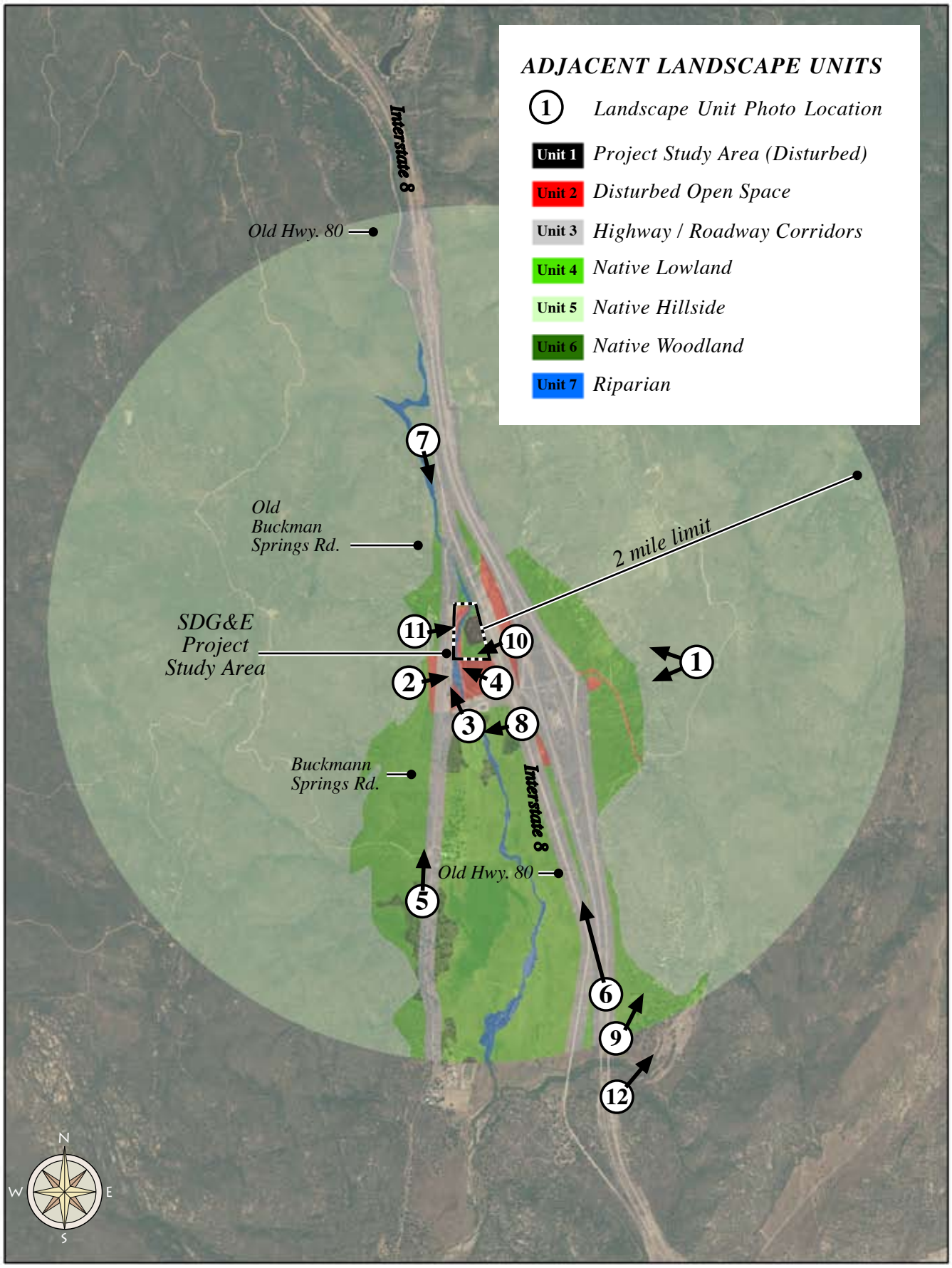
The elements that are currently visually prominent on-site are shown on the series of photographs following this section.

3.6 Near-site Visual Resources

Visual resources that exist in the areas around the site are shown on Figure 8 and highlighted by photos on the following pages.

Table 1- Qualitative Summary of Landscape Units

Unit Name	Physical	Perceptual	Total Score	Quality Category
1-Project Study Area	5	3	**8**	Low Visual Quality
2 - Disturbed Open Space	4	-2	**2**	Low Visual Quality
3- Highway / Roadway Corridors	6	8	**14**	Moderate Visual Quality
4 - Native Lowlands	10	7	**17**	Moderate Visual Quality
5 - Native Hillside	11	11	**22**	High Visual Quality
6 - Native Woodland	11	11	**22**	High Visual Quality
7 - Riparian Areas	14	12	**26**	High Visual Quality


ADJACENT LANDSCAPE UNITS
1 Landscape Unit Photo Location
Unit 1 Project Study Area (Disturbed)
Unit 2 Disturbed Open Space
Unit 3 Highway / Roadway Corridors
Unit 4 Native Lowland
Unit 5 Native Hillside
Unit 6 Native Woodland
Unit 7 Riparian
Interstate 8
Old Hwy. 80
Old Buckman Springs Rd.
2 mile limit
SDG&E Project Study Area
Buckmann Springs Rd.
Interstate 8
Old Hwy. 80
N
W
E
S

Landscape Character Unit 1 (photo 1)
Landscape Unit 1 consists of the project site which is approximately 2/3 disturbed and 1/3 native.

Landscape Character Unit 2 (photo 2)
Image showing disturbed lowland areas.

Landscape Character Unit 2 (photo 3)
Many areas around the site have varying degrees of disturbance, though sometimes next to natural areas.

Landscape Character Unit 2 (photo 4)
Disturbed/cleared lowland lies south of the project site.

Landscape Character Unit 3 (photo 5)
This photo shows Buckman Springs road with its rural character including agricultural fields on one side with native lowlands and oak woodland on the other.

Landscape Character Unit 3 (photo 6)
A variety of roadway, highway and freeway segments make up this character unit.

Landscape Character Unit 3 (photo 7)
The roadway unit also includes those areas immediately next to the road including elements that set the rural character of the area.

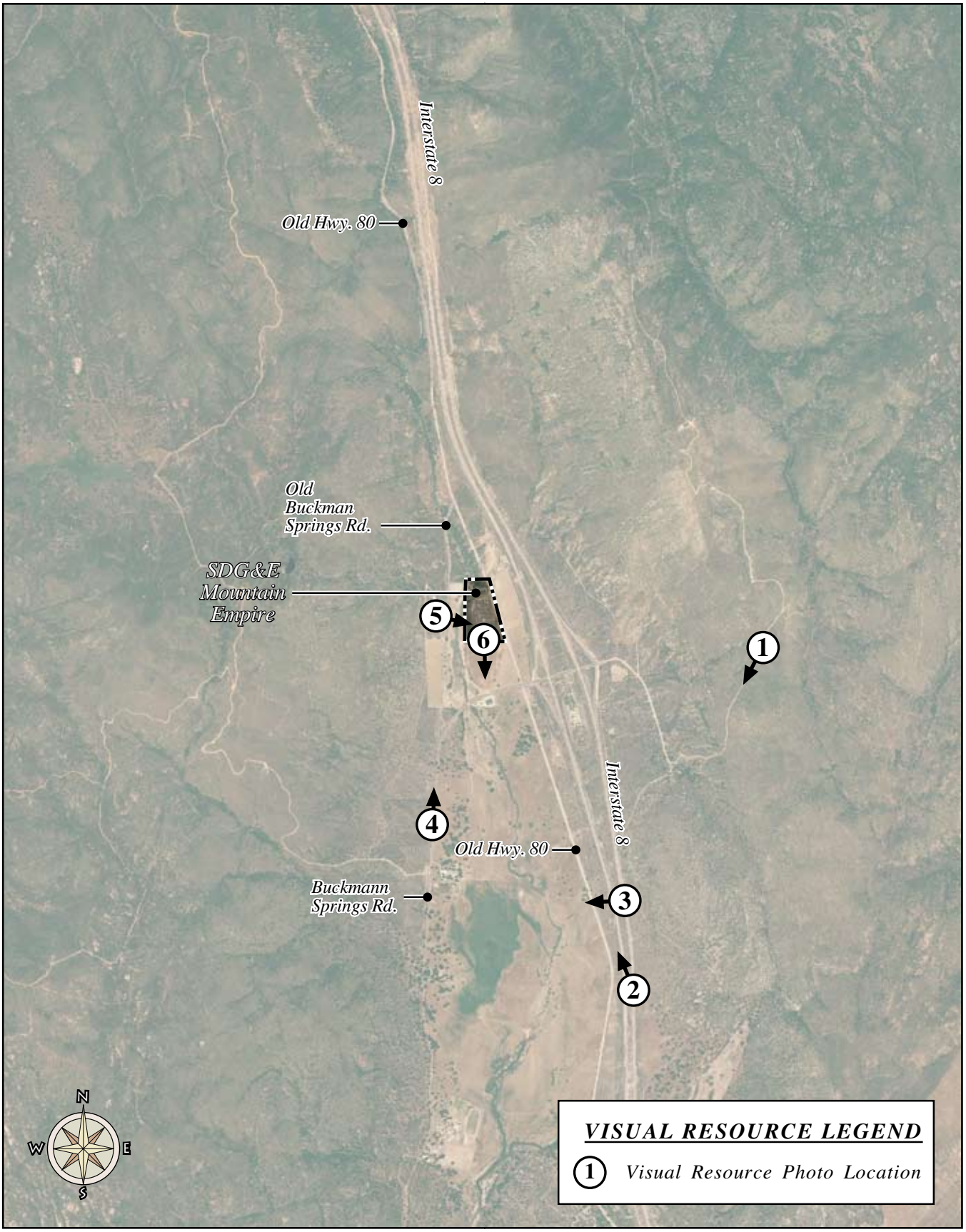
Landscape Character Unit 4 & 6 (photo 8)
This view is dominated by native woodland (6) landscape units with the scrub areas being native lowland (4).

Landscape Character Unit 4, 5 & 6 (photo 9)
This view is dominated by native hillside (5) and native woodland (6) landscape units with the grassland areas being native lowland (4).

Landscape Character Unit 4 (photo 10)
Abrupt change between disturbed and native lowlands.

Landscape Character Unit 7 (photo 11)
Riparian corridor shown near the site.

Landscape Character Unit 6 & 7 (photo 12)
Elements of agricultural landmarks typical in the area.


Interstate 8
Old Hwy. 80
Old Buckman Springs Rd.
SDG&E Mountain Empire
5
6
1
Interstate 8
4
Old Hwy. 80
Buckmann Springs Rd.
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S
VISUAL RESOURCE LEGEND
1 Visual Resource Photo Location

Visual Resource Photo 1
The rolling undisturbed hills and open valley with oak and riparion elements creates a very scenic and positive aesthetic.

Visual Resource Photo 2
The sweeping nature of the roadway, the oak woodlands and the hillsides, create for a rural and natural setting.

Visual Resource Photo 3
The dark green of the oaks contrast with the brighter green of the willows, sycamores and cottonwoods.

Visual Resource Photo 4
An agricultural character does exist in many of the areas around the site.

Visual Resource Photo 5
The riparian corridors do screen parts of the site.

Visual Resource Photo 6
Native vegetation is intact in many areas around the site.

Site Overview Photo 1
Much of the site for the proposed expansion is not disturbed and is covered with native material.

Site Overview Photo 2
The maintenance building is the most dominant element of the site.

Site Overview Photo 3
Showing a partially disturbed area to the south of the developed portions of the site.

Site Overview Photo 4
Relatively undisturbed native areas south of the existing site.

Site Overview Photo 5
Native areas southwest of the existing site.

Site Overview Photo 6
Landscape treatments around the current complex do help to soften the contrast with the existing setting.

Site Overview Photo 7
Existing Maintenance Facility.

Site Overview Photo 9
The native area south of the site contrasts with the disturbed fields to the south and southwest.

3.7 Viewshed

This section identifies two elements necessary for the analysis of the visual impacts: the locations from where the project elements are visible; and the typical viewers of the visual project elements. Distance from the project, frequency of view, length of view, viewer activity, viewer perception, and viewing conditions all determine the significance of the visual impact. The physical limits of the views and the quantity of the viewers are objective. Although viewer perception is subjective, most viewers tend to agree on what they like and do not like to see. This section deals primarily with the objective elements.

Site Overview Photo 8
The communication tower is visually prominent.

3.7.1 Theoretical Viewshed Limits

To determine the type and location of viewers who may be affected by the proposed alternatives, the project viewshed (the geographical area from where the project components can be seen) was analyzed using aerial photographs, USGS topographic maps, and computer viewshed methodologies. Viewsheds are those areas that can see at least partially unobstructed views of the project elements.

A theoretical model was developed utilizing Digital Elevation Models (DEM). These DEM files consist of x, y and z data (north south, east west and elevational data) representing an area 10 meters by 10 meters per data point. This analysis is considered a theoretical limit since it only takes into account the position of the viewer, the location of the element being viewed, and the intervening topography. It does not analyze the effects of buildings, trees and other structures that can severely limit the visibility of elements. It also does not take into account the affects of distance on the visibility of these elements. It does, however, represent the worst-case visibility of any particular project element. In reality, intervening uses, structures and plant materials, as well as distance, can affect the overall significance of visual impacts.

Figure 9 indicates the theoretical viewshed limits for the project proposed visually prominent elements. The viewshed was limited to a two-mile radius from the site. A total of 10 observation points were placed on the project site in the computer model to determine the visibility of all or part of the site.

Figure 9- Overall Project Viewshed

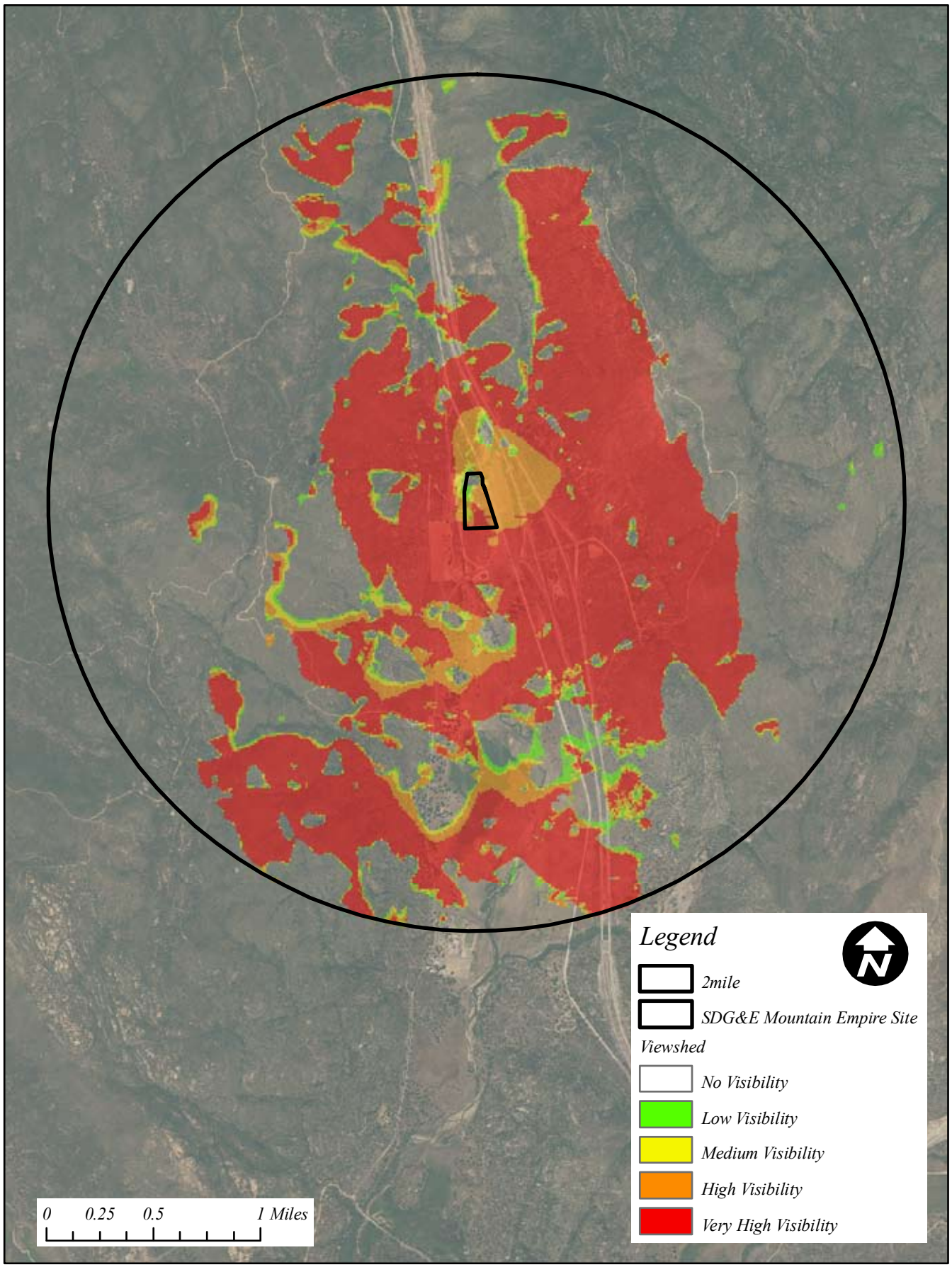


Figure 10- Viewsheds as seen from Northbound I-8

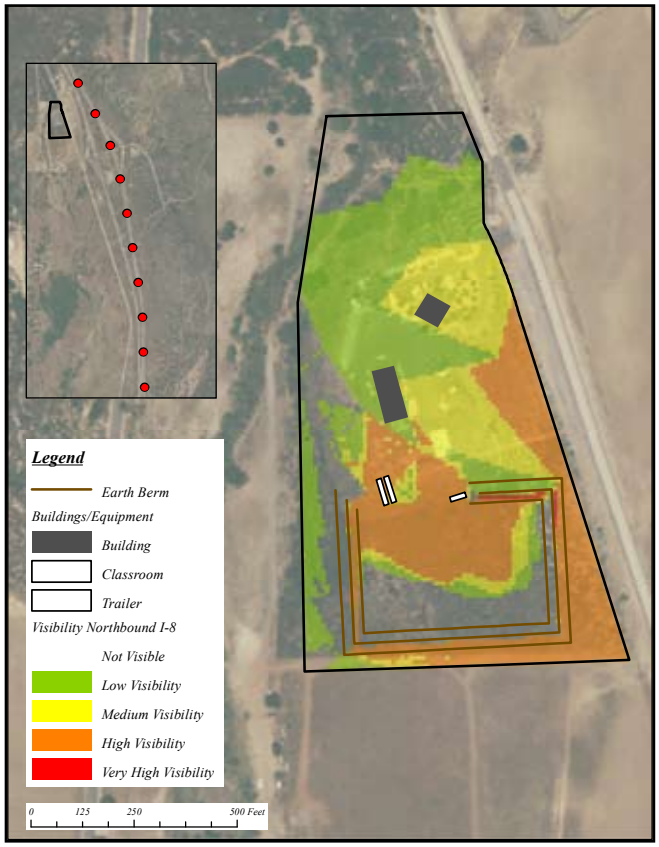


Figure 11- Viewsheds as seen from Southbound I-8

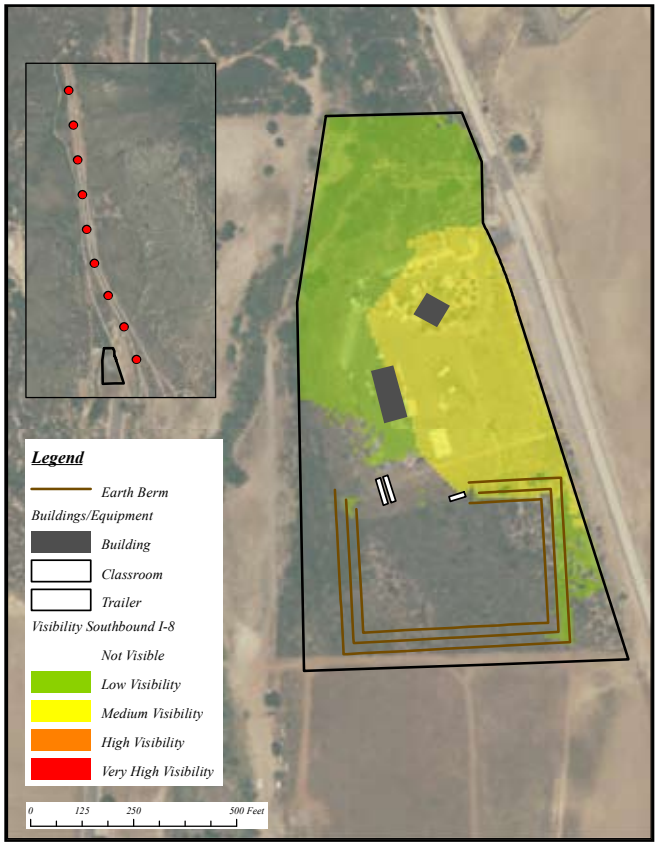


Figure 12- Viewsheds as seen from Buckman Springs

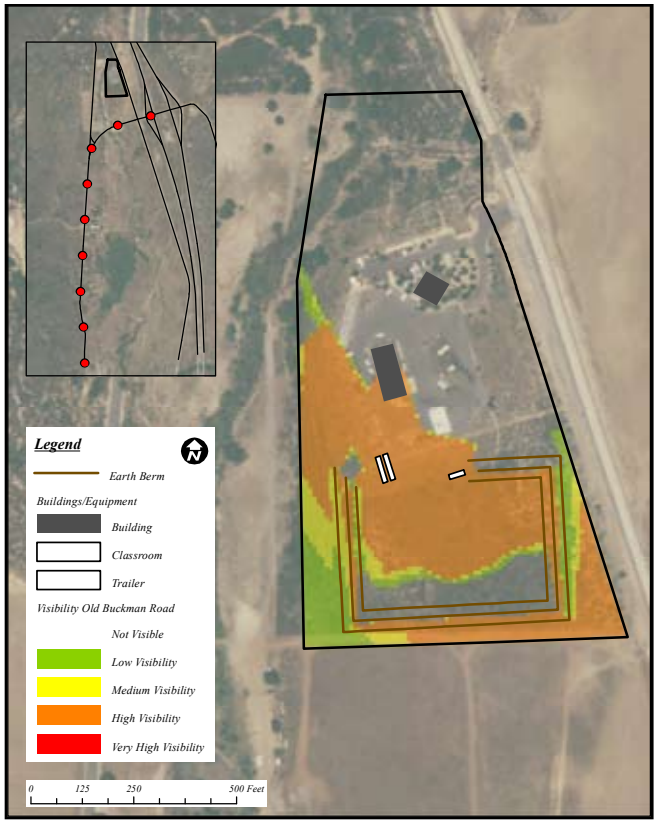


Figure 10 utilizes 10 viewing points located on the northbound side of I-8. The resultant map shows the parts of the site that are visible to the freeway driver. The deeper the red or orange, the more visible that particular part of the site is to the freeway driver. The southeast corner of the site is most visible to this direction of the freeway driver.

Figure 11 shows the visibility of parts of the site as seen from southbound I-8. From this direction, most of the proposed project expansion is not visible to the freeway driver.

Figure 12 analyzes the visibility of the site as seen from Buckman Springs Road. The visibility of the site is similar to what is seen from I-8 northbound.

3.8 Viewer Response

Viewer response is based on a combination of viewer sensitivity and viewer exposure. Identification of the viewers and the aspects of the visual environment to which they are likely to respond are necessary to understand and predict viewer response to the proposed

projects. The response to the visual environment determines the viewer exposure and is based on the different activities of the viewer groups, their sensitivity to the visual elements and the duration of their view. A summary of the viewer response is shown on Table 2.

3.8.1 Viewer Sensitivity

The perception of different viewer groups to the visual environment and its elements varies based on viewer activity and awareness. Activities such as commuting in heavy traffic can distract an observer from many aspects of the visual environment. Conversely, pleasure driving or relaxing in a scenic environment can encourage an observer to look at the view more closely and at greater length, thereby increasing the observer's attention to detail. Sensitivity is also determined by how much the viewer has at stake in the viewshed. Typically, people who own property in the area are more sensitive to change than those just passing through the area. The sensitivity ratings are based on viewer activity and awareness typical for that activity. These ratings include: Low (L); Medium (M); and High (H).

3.8.2 Viewer Exposure

Viewer exposure is typically assessed by measuring the number of viewers exposed to the resource change, the type of viewer activity, the duration of their view, the speed at which the viewer moves, and the position of the viewer. High viewer exposure heightens the need for special design features.

The third element in determining the impact on the viewer exposure is the length of time, or duration, the viewer will have to view the project elements. The viewing durations have been divided into three groups: Short (S) - short or intermittent views when passing near the project elements; Moderate (M) - occasional views of the project elements from a few minutes to a few hours per day; and Extended (E) - extended views of more than several hours per day on a regular or constant basis.

3.8.3 Viewer Groups

Viewer groups in Harmony Grove Meadows project area include the following:

- Residential/ Adjacent Landowners – Occupants of single-family home or owners of adjacent land or agricultural fields.
- Agricultural Workers – Staff and residents at ranches or farms in the vicinity.
- Local Drivers – Old Highway 80 & Buckman Springs local road
- Arterial Drivers- Buckman Springs Road
- Freeway Drivers- I-8 Drivers

3.8.4 Project Keyviews

Figure 13 shows keyviews that represent typical views as seen by different viewer groups that also represent the most visible angles for which the viewer groups can see them from. Table 3 summarizes each of these keyviews. The following pages include all of the keyview photos that represent the full range of views of the site. These keyviews include images from the computer model that simulates the proposed conditions of the project. They are not meant to look realistic. Two of these keyviews have been refined into full simulations with suggested mitigations.

Table 2- Summary of Viewer Groups

Viewer Group	Quantity	From Keyviews	Distance	Views	Sensitivity	Viewing Duration
Adjacent Landowner	Low	4, 7 & 9	Moderate Distance	Grading Area, Trailer, Fence	High	12-14 hours daily
Agricultural Worker	Low	4, 6 & 7	Close Distance	Grading Area, Trailer, Fence	Low	6-10 hours daily
Local Drivers	Moderate	3, 6 & 7	Close Distance	Grading Area, Trailer, Fence	Moderate	A few seconds
Arterial Drivers	Moderate	4,8 & 9	Moderete Distance	Grading Area, Trailer, Fence	Moderate	A few seconds to a minute
Freeway Drivers	High	1, 2, 11 & 12	Far Distance	Grading Area, Trailer	Moderate	A few seconds

The number of people within each visual character unit who might have a view of the proposed project elements have been divided into three groups: Low (L) - less than 100 people daily; Moderate (M) - between 100 and 1,000 people daily; and High (H) - more than 1,000 people daily.

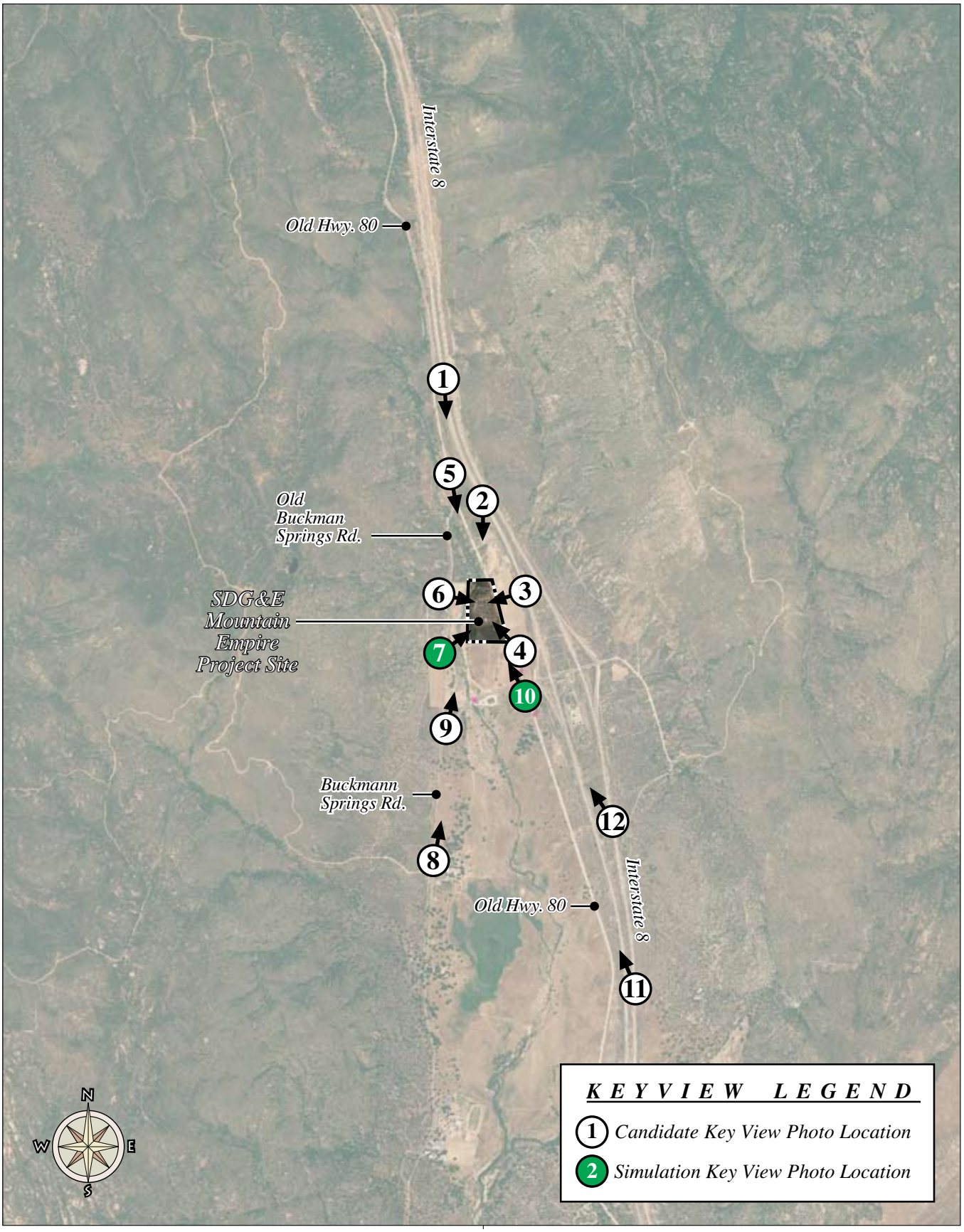
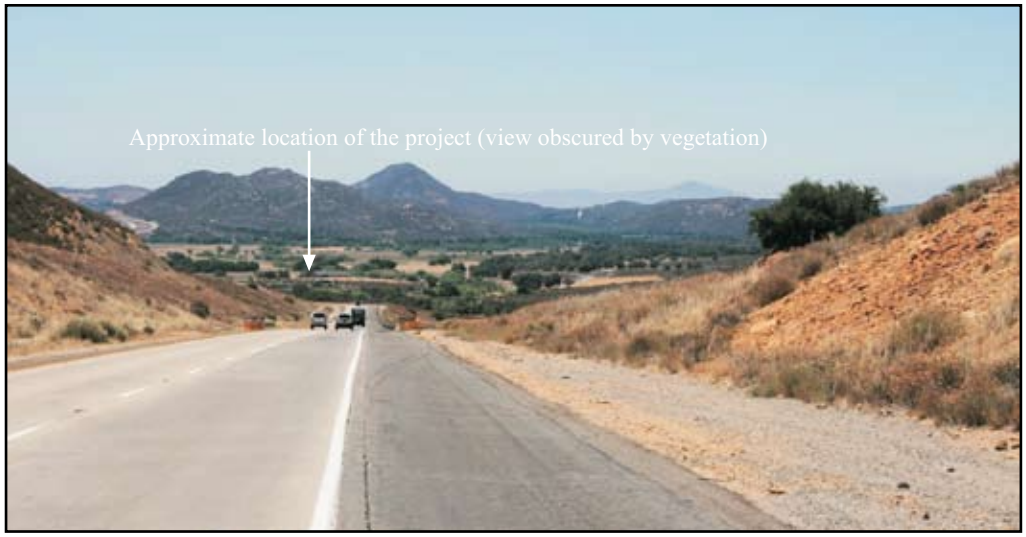

Interstate 8
Old Hwy. 80
1
5
2
Old
Buckman
Springs Rd.
6
3
SDG&E
Mountain
Empire
Project Site
7
4
10
9
Buckmann
Springs Rd.
12
8
Old Hwy. 80
Interstate 8
11
N
W
E
S
KEYVIEW LEGEND
1 Candidate Key View Photo Location
2 Simulation Key View Photo Location

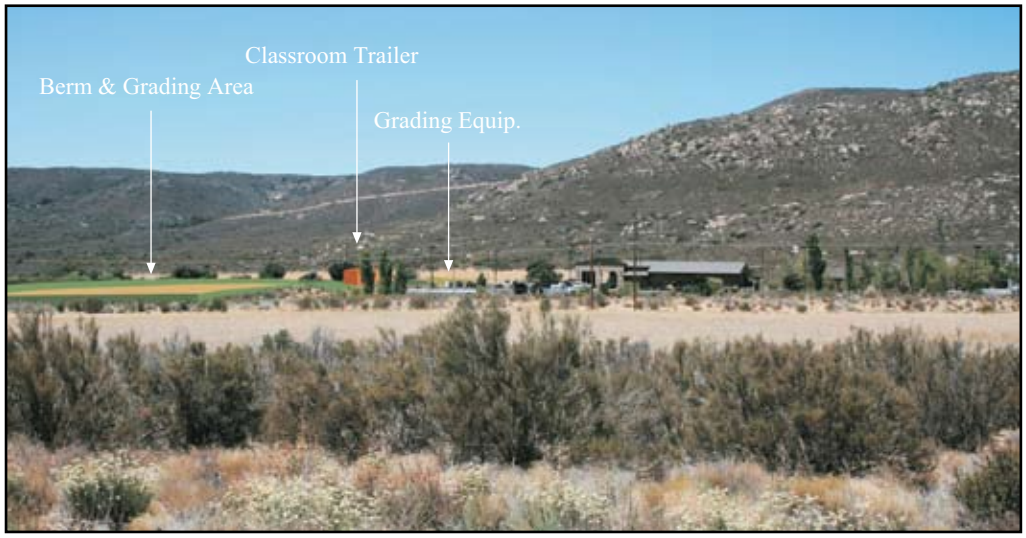
Table 3- Summary of Keyviews

Key View #	Photo Taken From Unit #	Visible Project Elements	Dominant Viewer Group	Quantity of Viewers	Sensitivity of Viewer to Change	Distance from Viewer to Project Site	Notes	Recommended for Simulations
1	3	No new project elements can be seen, existing building slightly visible	Highway driver	High	Moderate	Background	Views of the site are hidden by the existing trees and change in topography	No, not visible
2	3	No new project elements can be seen, existing building slightly visible	Highway driver	High	Moderate	Background	Views of the site are hidden by the existing trees and change in topography	No, not visible
3	3	Berm, trailer, and access road	Arterial road driver	Moderate	Moderate	Foreground	Most visible angle of the project	No, keyview 10 is better
4	3	Berm, trailer, and access road	Arterial road driver	Moderate	Moderate	Foreground to Middleground	Most visible angle of the project	No, keyview 10 is better
5	3	No new project elements can be seen, existing building slightly visible	Arterial road driver	Moderate	Moderate	Background	Views of the site are hidden by the existing trees and change in topography	No, not visible
6	3	Berm, trailer, equipment yard	Local road driver	Low	Moderate	Middleground	A good location for visibility of the site, though interrupted by tree canopies	No, too few of viewers
7	3	Berm, trailer, equipment yard and grading area	Local road driver	Low	Moderate	Middleground	A good location for visibility of the site, few trees block site, worst case scenario for property to the south	Yes
8	3	No project elements can be seen	Arterial road driver	Moderate	Moderate	Background	Oak woodlands block views of the project site	No
9	3	Upper communication tower only, no new project elements	Arterial road driver	Moderate	Moderate	Middleground	Scrub oak blocks view of the project site	No
10	3	All proposed project elements	Arterial road driver	Moderate	Moderate	Middleground	Wide-open nature of view typical for Highway 80 & Buckman Springs Rd. drivers	Yes
11	3	Upper communication tower only, no new project elements	Arterial road driver	Moderate	Moderate	Middleground	Oak and riparian woodland to the north of the site obscures views	No

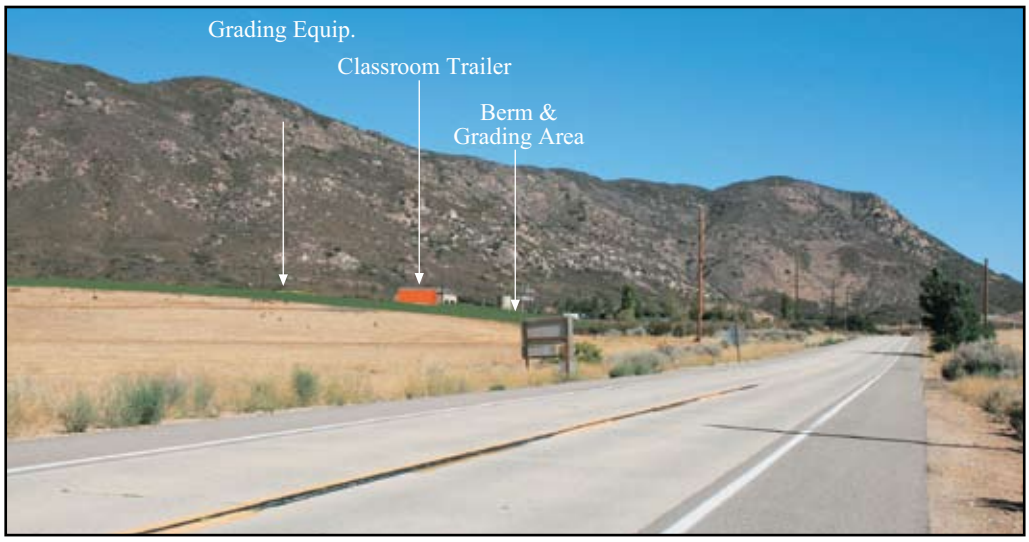


Keyview Photo 1

Keyview Photo 2



Keyview Photo 3

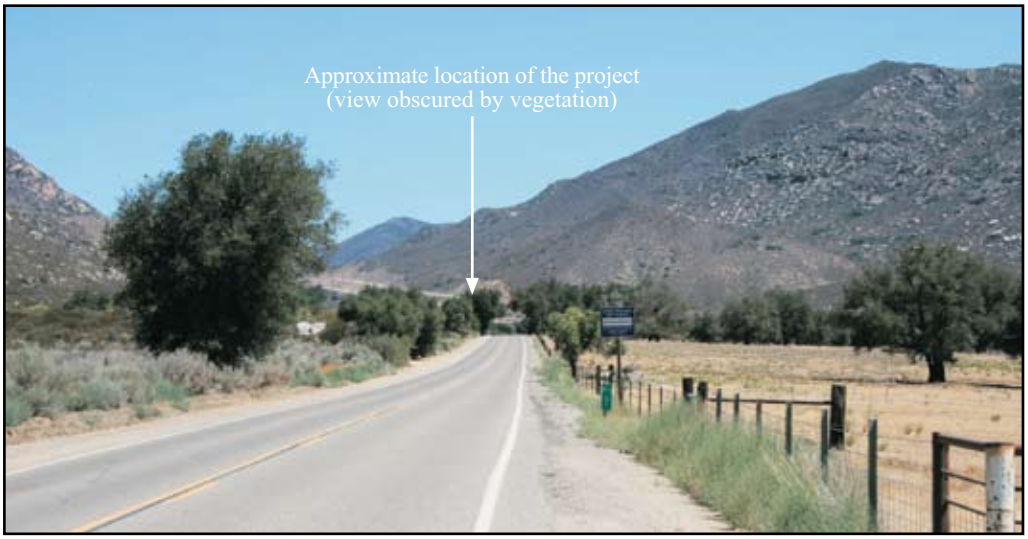


Keyview Photo 4

Keyview Photo 5

Keyview Photo 6

Keyview Photo 7
(see full simulation)

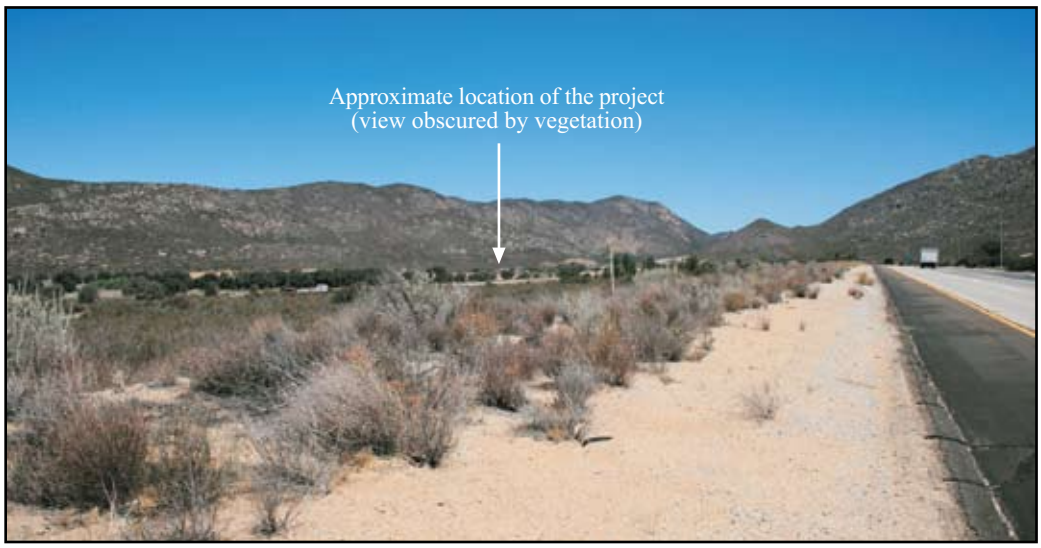


Keyview Photo 8

Keyview Photo 9

Keyview Photo 10
(see full simulation)

Keyview Photo 11



Keyview Photo 12

4.0 IMPACT THRESHOLDS

The visual impacts of the proposed project is determined by assessing the visual resource change due to the project and predicting viewer response to that change. Visual resource change is the sum of the changes in visual character and changes in visual quality.

The first step in determining visual resource change is to assess the compatibility of the proposed project with the visual character of the existing landscape.

The second step is to compare the visual quality of the existing resources with projected visual quality after the project is constructed.

The viewer response to project changes is determined by viewer exposure and viewer sensitivity to the project. The resulting level of visual impact is determined by combining the severity of resource change with the degree to which people are likely to oppose or be disturbed by the change.

4.1 Definition of Visual Impact Levels

The following definitions will be used in subsequent sections of the document.

No Impact – No visual impact would occur as a result of construction of the project. Actual improvements to the visual environment may also occur under this category.

Less than significant impact - Adverse changes to the existing visual resources will not be perceived negatively by viewers or the contrast is too small and occurs in an area with low visual quality and low sensitivity to visual changes. A less than significant impact normally does not require mitigation unless the project falls under NEPA guidelines.

Significant Impact – A moderate or high level of contrast to the visual resource is expected with a moderate or high level of viewer negative response. Mitigation will be required to reduce the impact to a less than significant level.

4.2 Guidelines for Determining Significance

The visual impact assessment will be based on an evaluation of the project impacts on several categories, including: visual quality, landform quality, view quality and community character.

A project will generally be considered to have a significant effect if it proposes any of the following changes as listed below. Conversely, if a project does not propose any of the following, it will generally not be considered to have a significant effect on visual resources.

Visual Quality

1. The project would introduce features that would detract from or contrast with the existing visual character and/or quality of a neighborhood, community, or localized area by conflicting with important visual elements or the quality of the area (such as theme, style, setbacks, density, size, massing, coverage, scale, color, architecture, building materials, landform, natural features, etc.) or by being inconsistent with applicable design guidelines.

Community Character

2. The project would result in the removal or substantial adverse change of one or more features that contribute to the valued visual character or image of the neighborhood, community, or localized area, including but not limited to designated landmarks, historic resources, trees, and rock outcroppings.

View Quality

3. The project would substantially obstruct, interrupt, or detract from a valued focal and/or panoramic vista from a public road, a trail within an adopted county or state trail system, a scenic vista, or a recreational area.

Goals and Policies

4. The project would not be consistent with adopted plans and policies at the state and local level, including the San Diego County General Plan, Central Mountain Subregional Plan, San Diego County Zoning Ordinance, Resource Protection Ordinance, or Board of Supervisors Hillside Development Policy.

5. The project would install outdoor light fixtures that do not conform to the San Diego County Light Pollution Code (Sections 59.108–59.110) lamp type and shielding requirements or outdoor lighting that conflict with the light requirements in the County Zoning Ordinance.

6. The project would install highly reflective building materials, including but not limited to reflective glass and high-gloss surface color, that will be visible along roadways, pedestrian walkways or in the line of sight of adjacent properties.

The significance guidelines listed above have been selected for the following reasons:

The visual quality and view quality thresholds (1 and 3) focus on measuring impacts to visual character and quality as required by the CEQA Guidelines, Appendix G. The measurement of impacts are based on the principles utilized in the most widely used visual resource assessments including the U.S. Department of Transportation, Federal Highway Administration (FHWA) Visual Impact Assessment for Highway Projects; the US Department of Agriculture, Forest Service (USFS) Visual Management System; and the U.S. Department of the Interior, Bureau of Land Management (BLM) modified Visual Management System. The concepts contained in these three examples are very similar to one another and have analogous approaches to visual resource assessment. Moreover, local jurisdictions have developed visual resource assessments and standards based on the concepts supported by these three widely used approaches.

Landform quality is evaluated within the visual quality threshold. Significance is based on established local standards in the San Diego County Zoning Ordinance, Resource Protection Ordinance and Hillside Development Policy to determine whether the project will result in a significant visual impact to the natural topography.

The community character impacts (3) are based on the identification and evaluation of natural, built or historic resources that contribute to a perceived visual quality within a community.

The Light Pollution Code (5) establishes lamp and shielding requirements and hours of operation standards that have been determined to effectively reduce impacts on dark skies. The standards are the result of a collaborative effort from technical lighting experts, astronomers, and County staff to effectively address and minimize the impact of light pollution on dark skies. The standards were developed in cooperation with lighting engineers, astronomers, San Diego Gas & Electric, Palomar and Mount Laguna observatories, San Diego County Department of Planning and Land Use and Department of Public Works, and local community planning and sponsor groups. As outlined under the Legislative Intent of the Light Pollution Code (Section 59.101), “The intent of the Division is to restrict the permitted use of outdoor light fixtures emitting undesirable light rays into the night sky which have a detrimental effect on astronomical research.” The Code was written specifically to ensure that new outdoor lighting would have minimal impacts on astronomical observatories. Therefore, compliance with the ordinance is, by definition, assurance of no significant impact. The corollary to this is that non-compliance results in possible significant impacts.

The highly reflective building materials threshold (6) is based on minimizing unnecessary glare impacts to motorists, cyclists, pedestrians, or individuals within the line of sight of any highly reflective materials. If highly reflective building materials are used they may obstruct views and otherwise degrade the visual environment. Therefore, if any new structure utilizes highly reflective building materials significant glare impacts may occur.

5.0 ANALYSIS OF PROJECT EFFECTS AND SIGNIFICANCE DETERMINATION

5.1 Visual Simulation Review

Figure 14 and 15 represent photo realistic computer simulations of the proposed project. They were developed through the use of a computer 3 dimensional computer model of the landform and the proposed project elements. This model was then transposed over top of a photo image of the site. Additional texture, color, details and shadowing were added to increase the realistic look of the simulation.

In general, these two simulation point out that a portion of the project site will be visible to the general public from local or arterial roads in the immediate area. This visibility is such that a person will notice the proposed improvements. The earth berm has been simulated in Figure 14a and 15a, with only minimal landscape treatments, and with a lack of trees and other container plant material. It assumes a hydroseeding treatment with no irrigation system. The simulation also assumes a 5-8 year maturity on the proposed plant materials.

The mitigated version of the simulations (Figure 14b and 15b) show 24 inch box trees (sycamore, willow, cottonwood and oak) added in various locations along the outside of the berm. The mitigated version also shows shrub plantings along the berm using 1 and 5 gallon plant material in addition to the hydroseeding (see Figure 16). It also assumes that regular dry season watering occur as part of the revegetation plan during the first 5 years of plantings. This supplemental watering would be applied through a temporary irrigation system. The system would be used during the first year of establishment, on a regular basis. During the second year, warm season watering would be weekly. By the third year, warm season can be cut back to monthly waterings unless signs of stress are obvious, then twice a month watering should be scheduled.

The simulations were utilized in determining potential impacts in the following visual impact categories:

5.2 Visual Quality

Several factors exist under the visual quality category and are therefore discussed separately below.

5.1.1 Visual Pattern

The proposed project will change the composition of the visual pattern in the existing agricultural and natural open space setting. The on-site physical character factors (vegetation, color, and diversity) would change with the introduction of a berm, fencing, grading areas, parking, roadways, storage yards and trailers. These physical changes would not generally be perceived as positive visual aesthetic changes. ***Based on the angle of view and the distance from the project elements to most viewers, these changes will not dominate nor substantially change the visual pattern of the area. They do represent an adverse change to the visual pattern of the immediate site since native vegetation will be replaced with graded landform areas, parking lots, trailers, and construction equipment. However, this adverse impact is not considered significant since the visibility is limited and the orientation and berm surrounding the disturbed areas will help to decrease the visual contrast of the project elements.***

5.1.2 Visual & Aesthetic Character

A dominant and consistent visual character of natural landforms, rolling hillsides, native vegetation, agricultural fields and small agricultural or rural structures does exist in the area but would not be directly affected by the project. ***Therefore, the proposed project will not substantially change the visual character of the area.***

5.1.3 Visual Character of Built Structures

The project area contains very few built projects that are considered to be consistent or that create an architectural character for the area. The absence of structures in general, helps to create the agricultural feel of the area. Structures that do exist tend to be industrial or agricultural in character. ***Since no dominant use of materials or architectural styles exist, the scale of the proposed changes are small and the visibility of these sites are limited, no adverse visual quality impact is expected for the architectural character of the area.***

Keyview Photo 7 - ***Unmitigated Simulation***

Keyview Photo 7 - ***Mitigated Simulation***

Keyview Photo 10 - ***Unmitigated Simulation***

Keyview Photo 10 - ***Mitigated Simulation***

5.1.4 Landform Quality

The site is relatively flat and low lying and the proposed grading of the project will be such that it will not be that noticeable nor will it be of a size or scale that would affect or dominate the surrounding landforms. The berm will be noticed from key view locations where the site is either the middleground or in the foreground, but will not be discernible as a background element. The potential impacts associated with the berm or the grading training area, therefore, would not fall under this category but need to be addressed more under the view quality category. ***Given the minimal grading, the low visibility of the grading and the dominance of the landforms around the site, the project would not have an adverse affect on the landform quality of the site or immediate areas.***

5.2 Community Character

No existing elements found on site currently contribute to the overall character of the valley floor. There are no tree resources that will be removed, there are no rock outcrops, or built elements that contribute to a consistent or unique character of the site or valley floor. ***Since no existing elements that contribute to the character of the area are being removed, no impacts to community character are expected on this project.***

5.3 View Quality

This category addresses three parts of a view. The viewing location where the general public has access to a location that can take in a substantial part of an expansive or specific view of an area. The viewing corridor which serves as the expanse that provides a corridor for which to view a significant viewing scene. And finally, the viewing scene which is the sum total of the entire viewshed area being viewed. In order for the viewing scene to be an important factor in a visual impact assessment, it has to be sub-regionally important and have a high visual and scenic quality.

The entire valley in which the project site sits in, is considered to be a high scenic quality viewing scene. This is based on the generally intact and harmonious nature of the entire valley. The landform dominates and the natural vegetation provides for a consistent character. The agricultural uses provide some diversity without changing the balance of natural dominance in the area. The importance of the viewing scene is substantiated by the scenic overlay and the third priority scenic highway designation for Interstate 8.

The proposed project elements will not affect the public viewing location. Also, the project will not affect or block any public view corridor. However, as part of the central area of the viewing scene, the project will contrast with the overall character, visual setting and scenic quality of the setting. Though the project is not considered to have a visual quality or community character impact, the relative sensitivity and importance of the viewing scene, make even a small change a significant view quality impact. The number of viewers within the viewing scene are high, their sensitivity for visual quality moderate to high and the viewing duration is for several minutes for most drivers on the freeway, highway, arterial and local roads.

The specific elements of the proposed project that contrast with the viewing scene include a continuously graded training area, a berm around this area, the presence of a trailer, parking area and a construction equipment storage yard. Because of these elements, ***the project will have a significant view quality impact on the valley.***

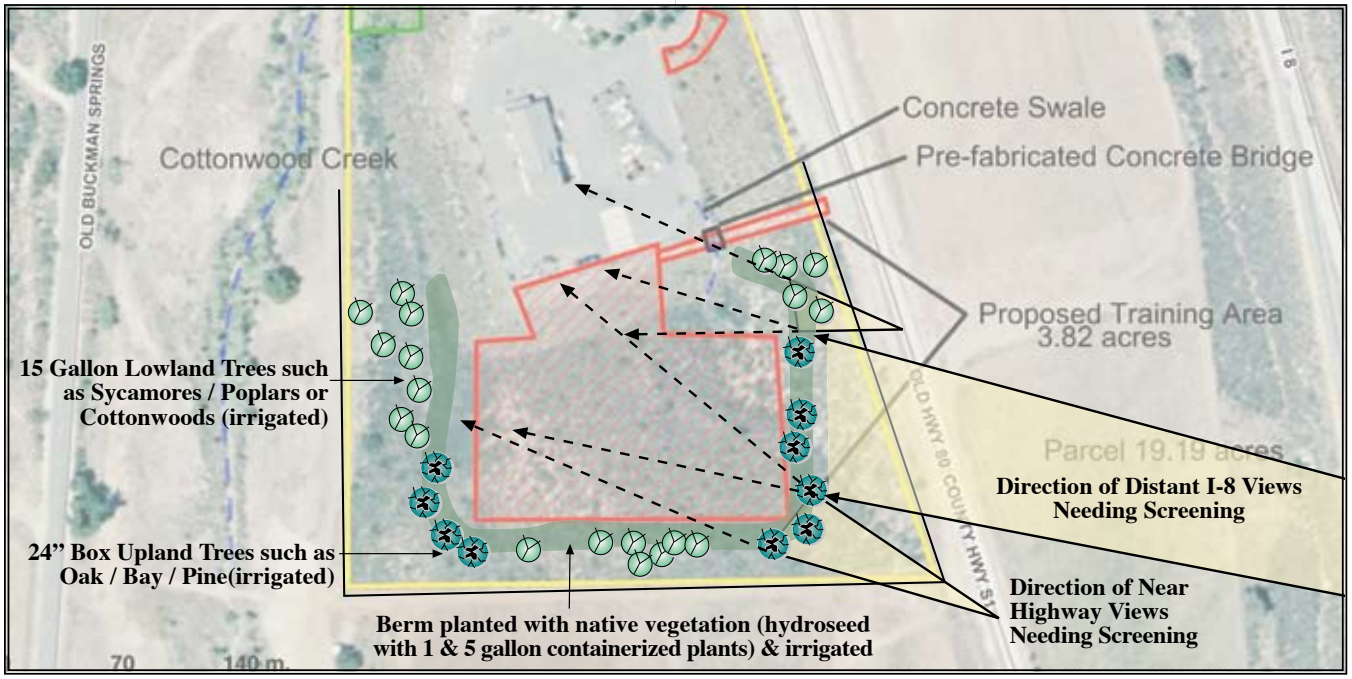
The proposed mitigation for this impact is the development and implementation of a landscape screening program. The screening would be accomplished with the addition of at least 10- twenty four inch box native upland trees (oak, pine or California bay) and 20 fifteen gallon lowland trees (such as sycamore, cottonwood, or poplar). These trees would need to be placed in a natural arrangement, to mimic the visual pattern of tree massing in the area. Large spaces along the berm without trees will be allowed in order to avoid a geometric pattern of tree spacing. The trees should be strategically placed to screen the trailer and the grading equipment yard from the adjacent highways. The second purpose of the trees would be to break up the formal pattern of the berm. Finally, the third purpose of the trees are to fit the development into the typical visual pattern of the surrounding visual environment. In addition to the tree plantings, some level of containerized planting is required on the berm. If only hydroseeding is utilized for erosion control purposes, the berm plantings will not match the texture and diversity of the surrounding native vegetation. With the addition of 1 and 5 gallon native shrubs, the berm will take on a more natural appearance that would fit in with the adjacent vegetation pattern. Species to be planted would match the adjacent preserved native vegetation. At least 5-one gallon and 1-five gallon native shrub would need to be planted for every 1,000 sf of the berm.

Supplemental watering would be required for the new native landscaped berm. Though the goal of the plantings would be to have the plantings be completely sustainable on natural rainfall, the plantings will fail without some supplemental watering to get established. This watering would need to occur during the first six months of establishment on a weekly basis and during the first 3 years during the summer months (and other dry and hot months in the spring or fall) on a weekly basis. During periods of high temperature in the fourth and fifth year, watering should occur on a monthly basis.

The supplemental watering could occur through the use of a temporary overhead spray irrigation system. In order to avoid unwanted non-native species from taking root, shredded bark mulch is recommended around the tree and shrub plantings, but not on the hydroseeded areas. Maintenance for weeds would need to occur once every six months for the first three years to assure native success rates.

With the implementation of this landscape screening plan, the impacts associated with the view quality would be considered to be reduced to below a level of significance.

Figure 16 - Proposed Landscape Screening Mitigation



5.4 Goals and Policies

The proposed project is considered to be consistent with all of the guidelines and policies in Section 2 of this study, except for the following:

5.4.1 Central Mtn. Community Plan (Apr. 2002)

The following sections have been summarized from the community plan as it specifically affects the site or visual issues that may be affected by the project.

- Development along Interstate 8 should site and design structures and parking areas in a way that does not detract from the scenic vistas viewed by the highway traveler. Wherever possible, structures and parking areas should be integrated into the natural setting to minimize visual impacts.

- Potentially unsightly features shall be screened from view by landscaping or architectural details.

- Enhance the community character of the Subregion by incorporating significant natural features such as native vegetation and rock outcroppings.

- Revegetate and landscape all manufactured slopes subject to a grading permit, major use permit or site plan, using native or naturalizing plants.

- Development along scenic roads and highways shall be designed so as not to detract from the appearance of open spaces.

The basic project does not include the treatments listed above, therefore a significant community goal and policy impact will occur as a result of the proposed project. However, if the mitigations discussed under the View Quality section are implemented, the impact will be reduced to below a level of significance.

5.4.2 Lighting and Glare Policies

The project would does not intend to install outdoor light fixtures that do not conform to the San Diego County Light Pollution Code (Sections 59.108–59.110) lamp type and shielding requirements or outdoor lighting requirements in the County Zoning Ordinance. ***Therefore, no light pollution is expected as a result of this project.***

The project would not install highly reflective building materials, including but not limited to reflective glass and high-gloss surface color, that will be visible along roadways, pedestrian walkways or in the line of sight of adjacent properties. ***Therefore, no glare or reflectivity impacts are expected as a result of this project.***

5.5 Report Conclusions

If the mitigation measures for landscape screening around the berm is implemented, then it is the professional opinion of the report writers, that a significant visual or aesthetic impact will not result from the construction of this project. If however, the mitigation is not implemented, then a significant visual impact will result to the overall viewing scene of the area and impacts to the implementation of the adopted community plan goals and policies would occur. These impacts would be considered to be long-term but would be reversible with the implementation of a similar plan for landscape screening.

There are no known cumulative projects that would change the conclusions of this document.

6.0 CERTIFICATION

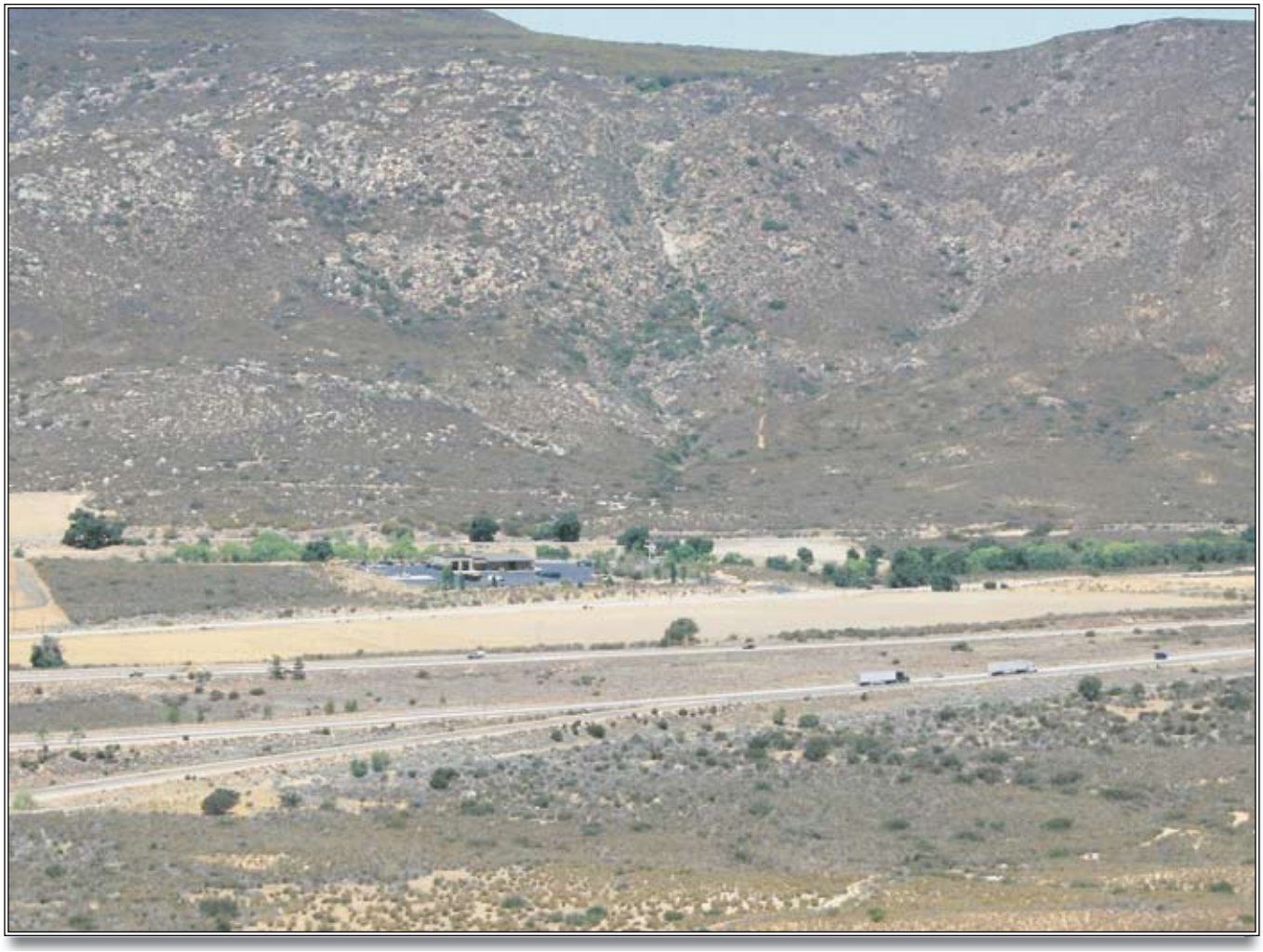
Michael L. Singleton, ASLA, AICP – Principal Planner/Landscape Architect; B.S. Landscape Architecture; 25 years experience; California registered Landscape Architect #2386; registered on the County-approved Consultants List to prepare Visual Analyses.

Michael J. Johnston – Graphic Designer; Certificate, Architectural Drafting and Design, 25 years of experience.

Leigh Olszewski – Landscape Designer; Bachelor of Landscape Architecture, 4 years of experience.

Terry Kinsman – GIS Technician; GIS Certified by the GIS Certification Institute- 10 years of experience.

Appendix "A"- Evaluation Worksheets



Appendix "A"- Summary Score for the Landscape Unit Evaluation Worksheets

Unit Name	Physical	Perceptual	Total Score	Quality Category
1-Project Study Area	5	3	**8**	Low Visual Quality
2 - Disturbed Open Space	4	-2	**2**	Low Visual Quality
3- Highway / Roadway Corridors	6	8	**14**	Moderate Visual Quality
4 - Native Lowlands	10	7	**17**	Moderate Visual Quality
5 - Native Hillside	11	11	**22**	High Visual Quality
6 - Native Woodland	11	11	**22**	High Visual Quality
7 - Riparian Areas	14	12	**26**	High Visual Quality

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 1-Project Study Area

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5		Diverse vegetation (3-5), but only one or two major types. Potential points: 3		Few vegetation types (<3). Potential points: 1	1
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3		Few color variations (<3) with generally mute tones. Potential points: 1	1
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	2	Few (<3) undifferentiated elements. Potential points: 0	
		Sub-total 0		Sub-total 2		Sub-total 3

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3		Varied in appearance but unbalanced compositionally. Potential points: 1	1	Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3		Somewhat memorable. Elements form perceivable patterns. Potential points: 1		Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	0
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	2	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0		Modifications detract from character of landscape setting. Potential points: -4	-1
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3		Distinctive though visually similar to landscapes within region. Potential points: 1	1	Interesting within its setting, but fairly common to region. Potential points: 0	
		Sub-total 2		Sub-total 2		Sub-total -1

Visual Quality Totals

Physical	Perceptual		Total
0	2	A	2
2	2	B	4
3	-1	C	2

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **8** — **Low Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 2 - Disturbed Open Space

Evaluator: Mike Singleton / Terry Kinsman | Weather: Clear and Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5		Diverse vegetation (3-5), but only one or two major types. Potential points: 3		Few vegetation types (<3). Potential points: 1	1
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3		Few color variations (<3) with generally mute tones. Potential points: 1	1
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	1	Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	0	Sub-total	1	Sub-total	3

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3		Varied in appearance but unbalanced compositionally. Potential points: 1		Containing some variation. but chaotic in appearance. Potential points: -2	-1
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3		Somewhat memorable. Elements form perceivable patterns. Potential points: 1		Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	0
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	2	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0		Modifications detract from character of landscape setting. Potential points: -4	-3
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3		Distinctive though visually similar to landscapes within region. Potential points: 1		Interesting within its setting, but fairly common to region. Potential points: 0	0
	Sub-total	2	Sub-total	0	Sub-total	-4

Visual Quality Totals

Physical	Perceptual		Total
0	2	A	2
1	0	B	1
3	-4	C	-1

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **2** — **Low Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 3- Highway / Roadway Corridors

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5		Diverse vegetation (3-5), but only one or two major types. Potential points: 3		Few vegetation types (<3). Potential points: 1	1
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3	2	Few color variations (<3) with generally mute tones. Potential points: 1	
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	2	Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	0	Sub-total	4	Sub-total	2

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3		Varied in appearance but unbalanced compositionally. Potential points: 1	1	Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3		Somewhat memorable. Elements form perceivable patterns. Potential points: 1	1	Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	3	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2	2	Modifications do not detract from character of landscape setting. Potential points: 0		Modifications detract from character of landscape setting. Potential points: -4	
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3		Distinctive though visually similar to landscapes within region. Potential points: 1	1	Interesting within its setting, but fairly common to region. Potential points: 0	
	Sub-total	5	Sub-total	3	Sub-total	0

Visual Quality Totals

Physical	Perceptual		Total
0	5	A	5
4	3	B	7
2	0	C	2

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **14** — **Moderate Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 4 - Native Lowlands

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5	3	Diverse vegetation (3-5), but only one or two major types. Potential points: 3	2	Few vegetation types (<3). Potential points: 1	
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3	2	Few color variations (<3) with generally mute tones. Potential points: 1	
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	2	Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	3	Sub-total	6	Sub-total	1

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3	2	Varied in appearance but unbalanced compositionally. Potential points: 1		Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3		Somewhat memorable. Elements form perceivable patterns. Potential points: 1	1	Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	3	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0	0	Modifications detract from character of landscape setting. Potential points: -4	
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3		Distinctive though visually similar to landscapes within region. Potential points: 1	1	Interesting within its setting, but fairly common to region. Potential points: 0	
	Sub-total	5	Sub-total	2	Sub-total	0

Visual Quality Totals

Physical	Perceptual		Total
3	5	A	8
6	2	B	8
1	0	C	1

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **17** — **Moderate Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 5 - Native Hillside

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5	5	Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5		Diverse vegetation (3-5), but only one or two major types. Potential points: 3	2	Few vegetation types (<3). Potential points: 1	
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3	2	Few color variations (<3) with generally mute tones. Potential points: 1	
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	2	Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	5	Sub-total	6	Sub-total	0

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3	3	Varied in appearance but unbalanced compositionally. Potential points: 1		Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3	3	Somewhat memorable. Elements form perceivable patterns. Potential points: 1		Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	3	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0	0	Modifications detract from character of landscape setting. Potential points: -4	
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3	2	Distinctive though visually similar to landscapes within region. Potential points: 1		Interesting within its setting, but fairly common to region. Potential points: 0	
	Sub-total	11	Sub-total	0	Sub-total	0

Visual Quality Totals

Physical	Perceptual		Total
5	11	A	16
6	0	B	6
0	0	C	0

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **22** — **High Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 6 - Native Woodland

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5	4	Diverse vegetation (3-5), but only one or two major types. Potential points: 3		Few vegetation types (<3). Potential points: 1	
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3		Absent, or present, but not noticeable. Potential points: 0	0
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3	3	Few color variations (<3) with generally mute tones. Potential points: 1	
Diversity	Many (>5) visually differentiated elements. Potential points: 5		Some (3-5) elements with some differentiation. Potential points: 3	3	Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	4	Sub-total	6	Sub-total	1

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3	3	Varied in appearance but unbalanced compositionally. Potential points: 1		Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3	3	Somewhat memorable. Elements form perceivable patterns. Potential points: 1		Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	3	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0	0	Modifications detract from character of landscape setting. Potential points: -4	
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3	2	Distinctive though visually similar to landscapes within region. Potential points: 1		Interesting within its setting, but fairly common to region. Potential points: 0	
	Sub-total	11	Sub-total	0	Sub-total	0

Visual Quality Totals

Physical	Perceptual		Total
4	11	A	15
6	0	B	6
1	0	C	1

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **22** — **High Visual Quality**

SDG&E MTN. EMPIRE TRAINING SITE EXPANSION

Visual Quality Inventory Evaluation Worksheet

Date: 7/19/07 | Landscape Unit: 7 - Riparian Areas

Evaluator: Mike Singleton / Terry Kinsman | Weather: Sunny

Physical Character Factors	high quality		moderate quality		low quality	
Landform	High vertical relief such as prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing. Potential points: 5		Steep canyons, mesas, buttes, cinder cones, and erosional patterns or variety in size and shape of landforms, or detail features which are interesting, though not dominant or exceptional. Potential points: 3		Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. Potential points: 1	1
Vegetation	Many vegetation types (>5) expressed by different forms, colors, textures and patterns. Potential points: 5	4	Diverse vegetation (3-5), but only one or two major types. Potential points: 3		Few vegetation types (<3). Potential points: 1	
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant feature in the landscape. Potential points: 5		Flowing or still, but not dominant in the landscape. Potential points: 3	2	Absent, or present, but not noticeable. Potential points: 0	
Color	Numerous (>5), colors in the soil, rock, vegetation or water. Potential points: 5		Some colors (3-5), but not a dominant element. Potential points: 3	3	Few color variations (<3) with generally mute tones. Potential points: 1	
Diversity	Many (>5) visually differentiated elements. Potential points: 5	4	Some (3-5) elements with some differentiation. Potential points: 3		Few (<3) undifferentiated elements. Potential points: 0	
	Sub-total	8	Sub-total	5	Sub-total	1

Perceptual Quality Factors	high quality		moderate quality		low quality	
Harmony	Visually varied and unified. A balanced composition of line, form, color and texture. Potential points: 3	3	Varied in appearance but unbalanced compositionally. Potential points: 1		Containing some variation. but chaotic in appearance. Potential points: -2	
Vividness	Highly memorable. Elements combine in striking visual patterns; presence of distinct focal points. Potential points: 3	3	Somewhat memorable. Elements form perceivable patterns. Potential points: 1		Not vivid. Elements appear random, with no perceivable patterns. Potential points: 0	
Adjacent Scenery	Adjacent scenery greatly enhances scenic quality. Potential points: 3	3	Adjacent scenery moderately enhances scenic quality. Potential points: 1		Adjacent scenery detracts or has little or no influence on scenic quality. Potential points: 0	
Cultural Modifications	Built environment is absent or reflects and contributes to character of landscape setting. Potential points: 2		Modifications do not detract from character of landscape setting. Potential points: 0	0	Modifications detract from character of landscape setting. Potential points: -4	
Scarcity	One of a kind or unusually Memorable. Visually scarce elsewhere in region. Potential points: 3	3	Distinctive though visually similar to landscapes within region. Potential points: 1		Interesting within its setting, but fairly common to region. Potential points: 0	
	Sub-total	12	Sub-total	0	Sub-total	0

Visual Quality Totals

Physical	Perceptual		Total
8	12	A	20
5	0	B	5
1	0	C	1

A = High Visual Quality (22 to 39)

B = Moderate Visual Quality (11 to 21)

C = Low Visual Quality (-6 to 10)

Total Visual Quality Score: **26** — **High Visual Quality**